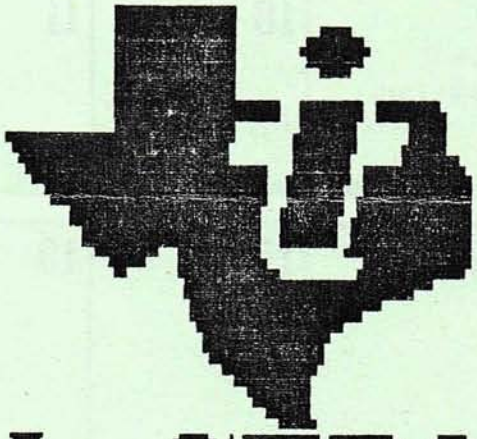
T.A.P. MAGAZINE

L. 5 Brought to you by The Atari Peekers of Lakewood Issue # 5
. ree to Members 50 cents Non-Members

T.A.P. WELCOMES



BILL GERGELY FROM TEXAS INSTRUMENTS

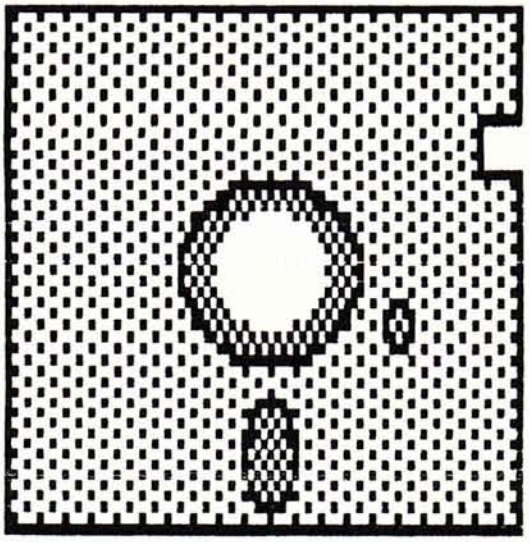
T.A.P. CALENDAR

JUNE 1987

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6
7	8	9 T.A.P. MEETING	10	11	12	13
14 FLAG DAY	15	16	17	18	19	20
21 FATHERS DAY	22	23	24	25	26	27
28	29	30 NEWSLETTER DEADLINE! SEND IN THOSE ARTICLES PLEASE?				

KNOW OF ANY COMPUTER RELATED DATES? TELL US!

IN THIS ISSUE:



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Survey Results

by Barbara Carlstrom

Last month George Neff developed a survey, which we distributed to both CACE and TAPS members at our monthly meetings. Following the meetings, I decided to enter the results on SynFile and see if any trends could be noted. 58 forms were returned; 36 from CACE and 22 from Peekers. In processing the results, I separated the two club's data, since the meetings are often very different.

The questions regarding the meetings seemed to me to be very important. We asked people what they wanted to see in future meetings and if they were interested in joining any SIGs. While the two clubs differed somewhat in their responses, the differences seemed to be more related to the type of computer owned (8-bit or ST). 6 people at CACE own STs and 7 people at TAPS do; however all but 3 of the above also own 8-bit Ataris. The results on preferences for future meeting topics were:

8-BIT

	TAPS	CACE
Business	55%	50%
Programming	50%	62%
Games	25%	44%
Graphics	20%	26%

ST

Business	57%	66%
Programming	43%	33%
Games	0	17%
Graphics	29%	50%

The Atari Peekers had very little interest in forming SIGs. Those that were interested wanted a Business SIG. CACE people on the other hand were interested in both a language SIG and a Business SIG.

We also asked people what they liked and disliked about the meetings. Responses were fairly uniform between 8-bit and ST owners, but differed between the two clubs. This, I'm sure, is related to the current meeting formats, which are very different. CACE members really seemed to like the variety offered at the meetings, both in the formal meeting and the various tables around the room. The main dissatisfaction seems to be long demos, 10 people commented on this. One person complained about the long drive to the meeting, but since he lived in Pennsylvania, I don't blame hi Short demos are popular, as are discussion of what's new for Atari and op discussions.

The Peekers like having demos also and want guest speakers. There was a comment, however, that too much time is spent on the ST and again long demos were mentioned as a problem.

24 people at CACE do some programming, mostly in BASIC. 6 people program in Assembler, 7 say they have tried C and 5 use Turbo Basic. 14 Peekers program, of which 2 use Assembler and 1 programs in Action. But, as mentioned above, many want to learn more about programming.

The answers to where people shop were expected. Most of us go to B&G, although the numbers for people living on the west side are higher. The eastsiders seem to be more willing to experiment with other stores, such as Games & Gadgets and Children's Palace; i.e., B&G wasn't t only store mentioned for CACE members as often was for Peekers.

There were more survey questions, the answers to which I have not included here. However, the file I created using SynFile is on the CACE Disk of the Month for May. I have deliberately left people's names off the file. Anyone having SynFile can print out their own listings and do further evaluations.

LINE NOISE

29% OF HOME COMPUTERISTS HAVE MODEMS

It's not the most cheerful assessment we've ever heard, but...

Computer + Software News, a prestigious trade newspaper that covers the software industry, recently surveyed home computer users about what peripherals they have on their systems and found that only 29 percent have modems. Furthermore, only 11 percent of them said they plan to buy a modem in the near future. Dan Janal, a New York correspondent for CompuServe's Online Today electronic edition, says at least part of the problem for the depressed (and depressing) sales may be a lack of consumer understanding of modems. Carl Gritzmaker, president of modem-maker Migent, says, "It's a question of educating consumers and a question of the variety of sources of information available to consumers over the phone lines. The modem will become essential as consumers do more banking and paying bills by phone with new vertical market software programs. "One of the reasons there's a lack of penetration of modems is the disproportionate price between a modem and the PC system." Maybe so. Certainly gives us something to reflect upon...

The Source Sold....

The Reader's Digest Association Inc. announced it has sold The Source, the McLean, Va., information service, for an undisclosed amount to a New York-based venture capital firm called Welsh, Carson, Anderson and Stowe.

The Source currently has more than 60,000 subscribers and last year earned a profit on more than $14 million revenue.

The Source was launched in June 1978 by entrepreneurs William F. von Meister and Jack B. Taub. Reader's Digest bought controlling interest in the company in April 1980.

-- US Sprint Communications Co will move control of its planned 2,000-mile transcontinental fiber optic network to the Kansas City ar from Atlanta. It will set up a telemarketing operation in Lenexa, Kan., creating 260 jobs this year.

-- GTE Communications Systems Corp. and Fujitsu America Inc. will work together to develop voice and data business communications systems through a new company called Fujitsu GTE Business Systems Inc. Its produc line in the beginning will include the Omni Series and the GTD-4600 digital PABXs and the SBCS and Starlog digital Hybrid KTS/PABX systems.

-- Pacific Bell's "Project Victoria," the experiment in multipl voice and data transmissions on a single line, is ready for its second round of tests, as soon as the FCC gives its go-ahead. Michael Eastwood director of PacBell's new network applications, says that this time th system will be tried out in the "residential market," including such things as meter reading, interactive TV, alarm services and electronic university and shopping services.

FCC RULES ON COMPUTER INQUIRY III

By:C. Conroy...Online Today

The Federal Communications Commissic has issued its ruling on the second phase of the Computer Inquiry III Decision.

The two major decisions rendered stated:

-:- There is no need to regulate network-based information services and processing services that are not currentl regulated.

-:- The Bell Operating Companies will not be allowed to offer enhanced services, such as remote processing services or network based information services, tied to its telecommunications network.

The FCC decision regarding the BOCs is based on the fact that there currently is no competition for loca telephone service, and competitors i remote processing services could not achieve access to the local telecommunications network on an equal basis with the BOCs in either a technical or financial way.

Atari Profits Zoom Up 53%

Atari Corp has reported profits of $23 million or 87 cents per share, on sales of $92 million, for it's fourth quarter, ended Dec. 31. This compares with earnings of $15 million or 64 cents per share, on revenues of $65.3 million in the 1985 final quarter, or an increase of 53 percent. Net income for 1986 was $25 million, or $1.89 per share on sales of $258.13 million, compared with a loss of $14.3 million or 62 cents per share on sales of $142 million in 1985. Sam Tramiel, president of Atari, said, "Our strong performance in 1986 is the result of growing consumer awareness of the value of the ST personal computers and a resurgence in demand for video-game systems." According to Tramiel, the ST is steadily gaining market share in the United States, while it has been a consistent favorite in European markets.

It was a cloudy overcast day,the year 1919. The newspapers had been preoccupied with perhaps the most infamous scandal of all American sports, the Black Sox Baseball scandal - a conspiracy to fix the World Series. Soon, the famous Kenesaw Mountain Landis would come on the scene as the first Commissioner of baseball to clean-up the sport. Several baseball stars were implicated in the scandal, the most famous being Shoeless Joe Jackson. Soon after word of the scandal broke, Jackson was walking out of the courthouse, a young kid sitting on the curb stood up and looked at Jackson with tears in his eyes and pleaded "Say it ain't so.... Joe".

It is another cloudy day almost 70 years later, the owners of Atari 8 bit computers are looking to Sunnyvale and wondering if their computers are headed for extinction. Rumors abound, some third party software developers indicate they will no longer market software for the Atari 8 bit computer. Atari, by its own actions, has yet to come forth with the 80 column cartridge, a product it announced months and months ago. It has also failed to bring forth much in the way of new 8 bit software from its once prolific software development house.

In the mean time, Apple announces the new IIGS permitting both 8 bit and 16 bit software to be run on the same machine. Apple user loyalty is reaffirmed. Atari announces a IBM clone. Atari spokesmen, seemingly oblivious to the contradiction, continue to advise the 8 bit owner to wait till tomorrow, a better day is coming.

Unlike the Atari ST, whose ultimate success depends on 3rd party developers, the continuation of the 8 bit computer line now is in the hands of ATARI ITSELF. If it is to continue, Atari must be out front in the development of 8 bit hardware and software as well as vigorously encouraging the production of new programs by third party vendors. Atari, in the form of Jack Tramiel himself, not some spokesman, must step forward and respond to user pleas of "Say it ain't so....." By the way, what would silence imply?

In My Opinion

I am very displeased with the actions of some of the people attending the April Atari Peekers Meeting.

Not all, but most of the people in the rear 2/3's of the room were very rude!!! I can understand a little talking to the guy next to you for a quick question, but there were conversations going on.

I would like to praise the excellent work that John Carlstrom did demonstrating the two pieces of software that he demonstrated (can any of you remember what they were?- wordprocessor, database, game, or telecommunications software???)

It was NOT only during his demo that the people rufused to SHUT UP, but during his, it was the worst. Try to imagine that it is YOU up there demonstrating something and everyone in the place is talking and not paying attention, you'd feel pretty BAD. Just remember this at the meetings that follow.

Thank you, and try to be POLITE!

COMPUTER SALES

The Department of Commerce after almost a year released data on 1985 computers shipments. Nearly 4 million computers were sold by U.S. manufacturers with the following table showing the breakdown for digital computers only:

No. of Digital_Computers Companies
Quantity $_million

<$500 10 1,158,953 306,245

$500/1,000 17 1,070,175 655,572

$1,000/2,500 29 652,511 1,071,641

$2,500/5,000 27 593,056 2,386,819

$5,000/15,000 47 176,032 1,557,278

$15,000/50,000 44 118,973 2,505,968

$50,000/250,000 33 23,799 2,646,811

$250,000/1 million 17 4,746 1,993,629

Over $1 million 7 1,091 1,629,560

TOTALS: 179 3,799,336 $14,753,523

On a quantity basis, 76% of the digital computers shipped in 1985 were priced at less than $2,500. However, on a dollar basis, computers under $2,500 accounted for only 14% of the total value of U.S. shipments. Taking a closer look at the table, it is possible to get some idea of the value of the home computer market to the U.S. economy. Roughly 6.5% of the total value of shipments is represented by computers that sell for less than $1,000. It is indeed a small portion of the pie (Atari's total revenue in 1985 was $142 million). Note the number of U.S. companies. Many U.S. firms are competing against a few much larger Japanese/Korean conglomerates and further consolidation by U.S. firms may be necessary to prosper in this market.

It was also reported that the value of peripheral computer equipment shipped by U.S. manufacturers in 1985 was $18.2 billion.

Nearly 15% of the total $17.4 billion in U.S. manufactured computers were exported - approximately $3 billion. However, the U.S. international trade position in electronic products continues to deteriorate. In 1981, the U.S. had a trade surplus (exports > imports) of more than $6 billion. By 1986, the once trade surplus had become a deficit amounting to roughly $12 billion. This swing of $18 billion has caused alarm and created a rising call for action by Congress to protect our high-tech industries. In the February 9 issue of Forbes magazine Charles H. Ferguson, a former IBM strategic analyst now at the Massachusetts Institute of Technology offered some insightful comments.

"The new semiconductor trade agreement shows this kind of strategic naivete on the part of the U.S. government, and short-term, self-destructive thinking by the U.S. industry. The U.S. industry lobbied for almost exactly the deal they got, limiting Japanese penetration of the U.S. market through exports and putting a price floor on memory chips. The high price gives a windfall to low-cost Japanese and Korean chip makers and helps big Japanese computer makers, making their chips in-house, while penalizing U.S. firms that buy chips on the open market. The deal didn't ban Japanese direct foreign investment. What the U.S. got was a situation in which the only way that the Japanese could continue to progress was by buying the U.S. semiconductor industry. So Fujitsu just bought 80% of Fairchild. Then Motorola signed a joint venture enabling Toshiba to make 32 bit microprocessors in Japan."

And so it goes.... Will we have a viable semiconductor industry 5 years from now or will even more American manufacturers move abroad? By the way, do you realize that almost 1/2 of Taiwan's electronics output is for captive operations involving such U.S. corporations as Wang and IBM for sale back to the U.S. For that matter, is anybody taking bets that Atari will move its manufacturing facilities back to the U.S.? Stay tuned, of course only if you really believe there is any suspense.

JULY AUCTION!!!

THE ATARI PEEKERS (TAPS)
TUESDAY, JULY 14, 1987
LAKEWOOD

TO: All Members and Friends of The Atari Peekers

The Peekers are going to have an auction! It will be part of the regular meeting scheduled for July 14. Everyone is welcome to participate. You do not have to be a member to buy, but we hope you'll enjoy it so much you decide to join!!

The rules for the auction are simple:

1. You must be a member to sell at the auction.

2. All items to be auctioned must be computer related and in working order (both hardware and software). However, the club will not be responsible for items that fail to work.

3. Each person can offer for sale at the most five (5) items or groups of items. If you have more than five separate items, group similar things together.

4. You may place a minimum bid on any item(s) you sell. If no one offers the minimum requested, the item will be returned to you. If no minimum is stated, the club will accept any offer.

5. The club will keep ten (10) percent of the selling price, the remainder will be given to the seller.

6. Checks for the selling price will be accepted only from members and will be payable to the seller. The club will not be involved in handling checks.

We would appreciate receiving the list of items you wish to sell (not the items) by Tuesday, July 7. This will make it possible for us to determine the length of time needed for the auction. We will be send you an acknowledgement. Lists should be delivered to either:

David Weiss
5100 West 220th Street
Fairview Park, OH 44126
Home phone: 734-3309

or

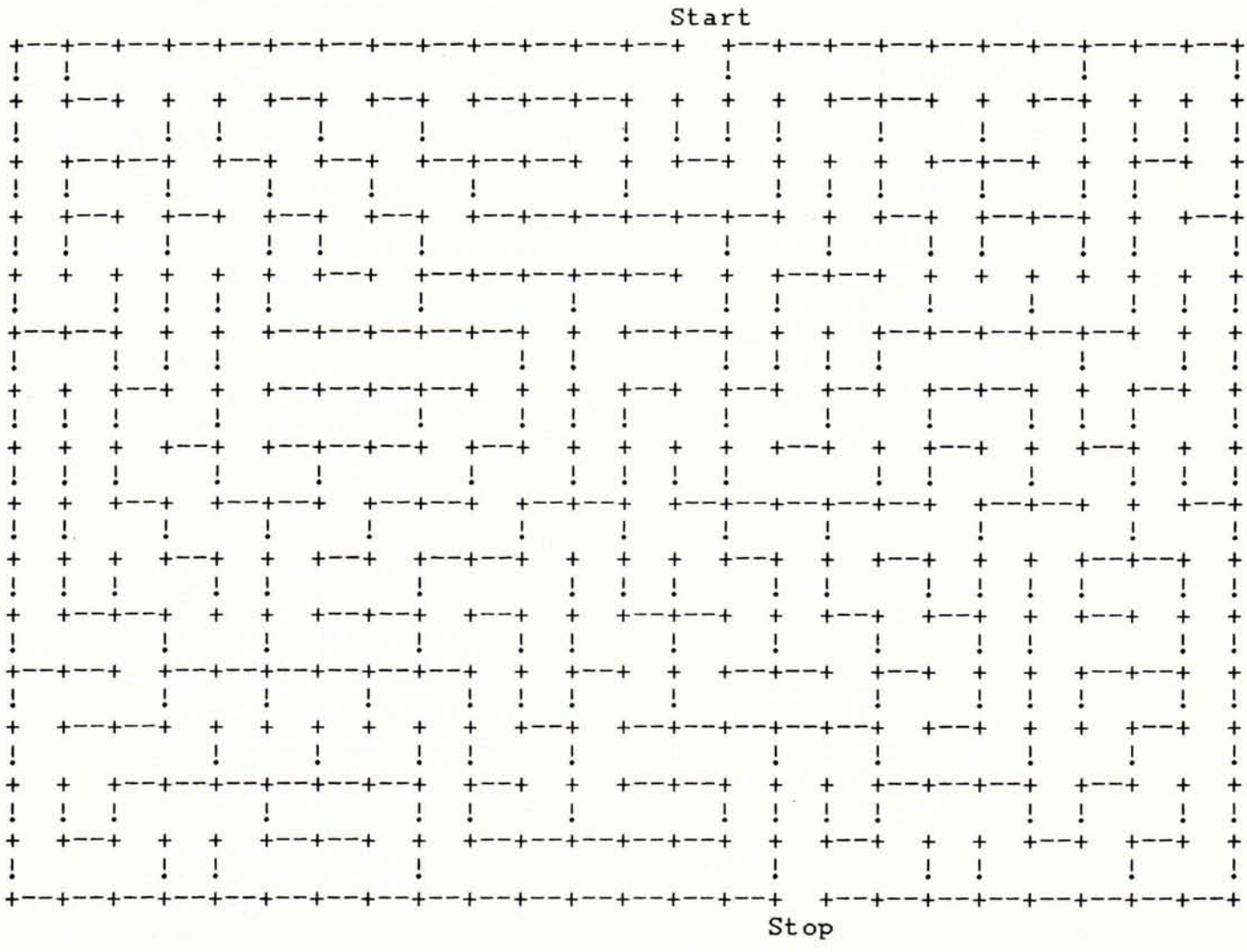
Barbara Carlstrom
2769 Derbyshire Road
Cleveland Heights, OH 44106
Home phone: 371-2732

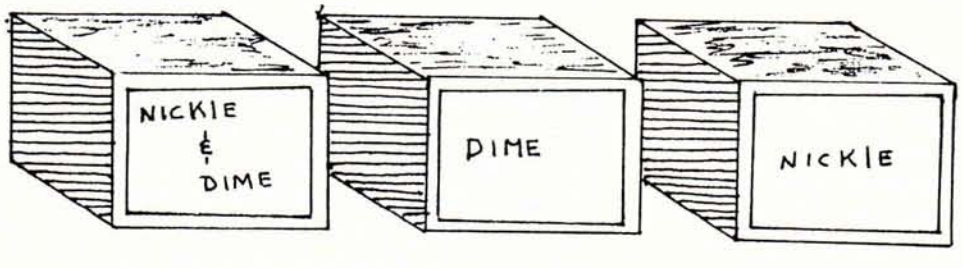
We hope everyone participates and enjoys the auction. The meeting will be at the Office on Aging, 16022 Madison Avenue, Lakewood, on Tuesday, July 14, 1987 at 7:00 P.M.

JIMS PUZZLE PAGE

GOT A PUZZLE? SEND IT IN. THIS PAGE WILL RUN IN PLACE OF ARTIST PAGE WHEN THERE ARE NO NEW PICTURES OR WHEN WE HAVE A FEW PUZZLES FOR YOU.

** JIM **





There are three boxes. Each contains two coins.
Each box has a label on it. All Labels are wrong.
The Mission (should you deside to accept it) is to
Correct all of the labels.
To make your job easier you may take one coin from
any one box. But only one.
You may deside what the coin is that you remove, a dime? or
a nickle?

--- EA AQUIRES BI ---

San Mateo, CA, April 13, 1987--Electronic Arts announced today its acquisition of the assets of well- known software brand Batteries Included, a Canada-based publisher of creativity and productivity products for leading home computer systems. Under the terms of the agreement Electronic Arts will acquire most of the company's fixed assets, inventory, artist contracts and key trademarks and brand names. Trip Hawkins, president of Electronic Arts, indicated that as of May 4, 1987 all operations of Batteries Included will be consolidated into the San Mateo offices of Electronic Arts.

"In December of 1986 Electronic Arts was divided into separate publishing and distribution groups. This division has allowed us to focus our attention on building new channels of distribution and maximizing our development of products in specific categories, including creativity and productivity," explained Hawkins. "The acquisition of Batteries Included will significantly strengthen our product line in these categories. We're especially excited about the award winning PaperClip word processessing series, Degas, a design and entertainment graphic arts system, and Thunder, a spell checker and abbreviation expander."

Batteries Included has been highly recognized by critics in the computer software industry and has received several awards of excellence. PaperClip received the award for Best Buy of the Year from Computer Shopper and 1986 Best of the Year award from Commodore Magazine. Degas received the Critic's Choice Award from Family Computing Magazine and Thunder was selected as Editor's Choice/Best Buy of the Year from MacUser Magazine.

"Batteries Included has always had excellent reputation," Hawkins explained. "We knew that their home productivity and Atari ST compatible software would be complementary to our own products, and that our sales force could increase their presence and sales results in the retail channel." Hawkins noted that the acquisition evolved after the founders of Batteries Included indicated a preference to sell the company.

The Batteries Included name will exist as a separate line of products within the creativity/productivity division of Electronic Arts. "Based on demand, we will take a number of existing quality products to market immediately," said Hawkins. "And we are currently conducting work sessions with the artists from Batteries Included to complete products already under development These products, supplemented with our own and those planned for the future, will establish a comprehensive line of high quality products for all leading home computers."

The transition of the Batteries Included operations to Electronic Arts will begin immediately. Hawkins explained that the Electronic Arts customer service department is already preparing itself to fulfill all requests for upgrades, warranty replacements and promotional offers from Batteries Included customers. "By May 4 our customer service department will be able to assist these consumers with all product related inquiries," said Hawkins. "Electronic Arts is committed to supporting its customers, and we expect to afford Batteries Included customers better service than ever before."

Beginnning May 4, all inquiries regarding Batteries Included products may be directed to the Electronic Arts customer service department at (415) 578-0316.

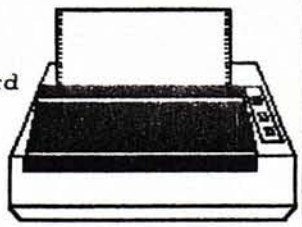
B and G ELECTRONICS

15729 Madison Ave. Lakewood, Ohio 44107 216-521-2855

Atari Computer Sales & Service

Star Micronics Printers

NX-10 $229.95
120 CPS Draft - 30 CPS NLQ
Friction & Pin feed Standard



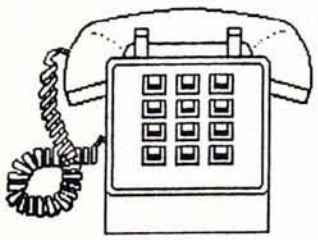
NP-10 $189.95

XT Clone

- 4.77/8 MHZ 8088 Micro Processor
- 640K Installed
- Eight Expansion slots
- Two 360K DS/DD Disk Drives
- 8087 Co-Processor Socket
- 150 Watt Power Supply
- Serial Port
- Parallel Port
- Game Port
- Clock/Calendar w/Battery Back-up
- Monochrome or Color Graphics Card

$799.00

Communications



Avatex
1200HC
$139.95

Misc. Specials

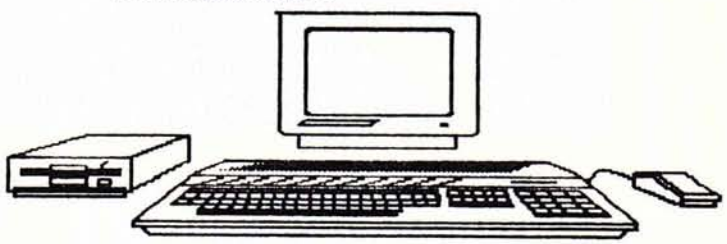
10% off All IN STOCK Software

20 5.25in SS/DD $17.80

10 3.5in SS/DD $14.95 (TDK)

Remember:

- We Stock Antic Software
- We Can get almost any Software - FAST
- We service Atari Products



All Specials are good through June 9th, but... may be subject to availability. Most items are in stock, but you should call Ahead.

NOT WANTED!

SKIP BY THIS ONE !

EVEN THE NOID AVOIDS HIM

SEEN PEEKING IN MANY KNOWN MEMORY LOCATIONS

ATARI ATARI

ATARI ATARI ATARI

NO MATTER HOW
YOU SPELL IT
IT SAYS QUALITY

A SPECIAL THANKS
TO

RICK SWEET

FOR MAKING THIS
ST SECTION
POSSIBLE

10th Frame Bowling for the Atari ST's

10th Frame
by Access Software, Inc.

For Atari 520/1040ST Computers
Price: $34.95
Reviewed by,
Rick Snevel

10th Frame, as the name says is a bowling game. Its made by the same company that brought us the Leader Board golf.

To play 10th frame you need a color monitor. The game is not copy protected, but you need the key (in joystick port #2) to play.

The first promt to come up is to select League or Open bowling. If you choose League, you get to choose: 1) Team name, 2) Number of players (1-4), 3) Players names and ability level, and 4) Number of games to play (up to 3). For open bowling, choose: 1) Number of players (1-8), 2) Players names and level, 3) Number of games (1-5).

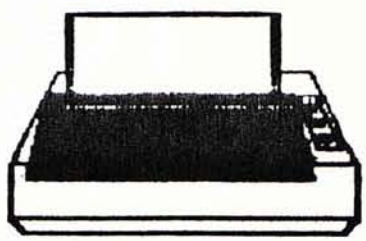
The three ability levels are: 1) Kids-ball goes straight (no hook), and the amount of speed is set automatically, 2) Amateur-you get to select speed and amount of hook, 3) Professional-hard as heck, unless you bowl in the Buckeye or Firestone Open.

There's a score board which shows your name and scoring (just like in real bowling- X means strike, / spare.) The book also gives some tips for usual splits, a list of bowling terms (ex." a Brooklyn is a strike made when a right-handed bowler's ball hits on the left side of the head pin, or when a left-handed bowler's ball hits on the right side of the head pin.")

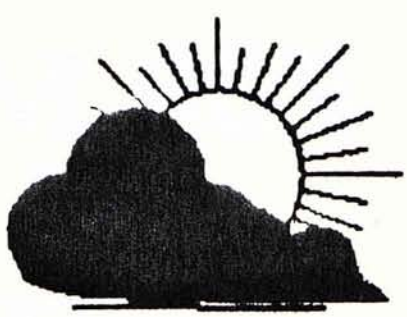
The game also has an abort feature, replay feature, demo mode, score printout feature and the ability to put 10th frame on hard disk.

And finally, all of 10th Frame's sounds have been digitized so it really sounds like a bowling alley in your own home.

I would like to thank B&G for the use of there Atari 520 ST and color monitor for this review.



Your article could appear HERE!!!!!!! Just think, your name in PRINT!



For the Atari ST Computers

Public Domain Software
For the 520/1040ST

Reviewed by Rick Snevel

Here is a list and a little review of a couple of pieces of "good" public domain software.

UTILITIES ---------

Q-Format: This handy little program (only about 6K) will format your disk (single or double sided) with a little twist, the disk will now load and save programs 2-3 times faster than normal. It is compatible with everything I've tested (both P.D. and commercial software.)

P-COMMAND: This is my personal favorite. It's a command line processor (like Sparta-DOS and MS- DOS.) If you know MS-DOS (IBM), you'll feel right at home. One of the best features of this, compared to other command line processors, is that you can run GEM-based software from it (ex. 1st Word, Neo., Etc.) When you are through using the software, just quit out of the program and you'll be returned to the A> (Command line.) There is a documentation file available on the disk (or on the BBS.) This product is actually a share-ware product, and the author has printed docs. and an enhanced version for only $25. Not a bad price considering what you get (and compared to the price of other programs of this nature.) This program is in the club P.D. disk library.

GFA Basic programs: B&G has a whole disk of GFA basic programs (with the run-time package.) These programs demonstrates the power of this fine language. There is a very nice little business type program that may be of interest to some users. This is also on the T.A.P. BBS in an ARC'ed file.

GAMES -----

MONOPOLY: This is a take off of the popular board game. Its for color monitor owners only. Written in GFA Basic (Michtron), and run with the run-time package (I believe, I don't think it was compiled.) It does a very nice job, with 1-4 players, and the computer can play any of the players (even all 4.) This is available at B&G or on the BBS.

SPACEWAR: A game for Monochrome monitor owners. Its more of a two player, space-shoot-em-up game. Available on the BBS.

Here's one that I don't believe is public domain, but is on the latest Computes Atari ST Disk & Magazine.

RECOVERABLE RAM DISK: If you use a ram disk this may be the one for you. It can withstand MOST system crashes, even hitting the RESET button. I was very skeptical until I saw it myself. All I can say is that IT WORKS! It will cost $12.95 for the magazine (w/disk) but it is well spent.

This will probably be my last article for a few months, so I hope some other members can start to write a few to keep the newsletter strong (and Jim busy.)

Have a Good Summer!!!!!!

PASCAL (part III)

constants and style

by Chuck Gies

Now that we have an idea of how to enter variables in Pascal we should now look at how to define our constants. Unlike Atari Basic we can specify constant values within our Pascal programs.The beauty of this feature is two fold first you cannot accidentally change the value of a constant in your program and second is that if the values needs to be changed in the future you have only one place to go to change it. Both of these features will be very helpful to your programming.

The constant definitions should be placed directly after the program heading. This sure makes it easy for you to find when any changes are needed. Constants are defined following the keyword const. Here is an example of how constant definitions will be displayed.

```
const WIDTH = 7;
      LENGTH = 22;
      PERCENT = .22;
      NAME = 'Chuck';
      LISCENSE = '123-ALR';
```

You may have noticed that I did not need to declare the type or length of each constant. These constants will be usable in strings and in calculations. There are only 2 types of constants the text constants which are started and finished with a single quote and the numeric constant which does not need the quote marks. Remember that numeric constants will be limited by your installations maximum integer value and maximum real number value.

Now lets talk about style. Style pertains to your personal method of handling your programing. Lets face it most of your constants could as easily be made variables but this would make the program more difficult to understand. If the item stays constant throughout the program then declare it as a constant. Another small style feature is capitalizing the constant when you use it in the program. This is unnecessary but it will sure help you to remember which values you use are variable and which are constants throughout the program so try to do your programs with some meaningful style to them. You'll thank yourself when you need to make changes and others who try to understand your programs will be very grateful to you for these little aid in understanding.

Next month the subject should be standard functions of Pascal.

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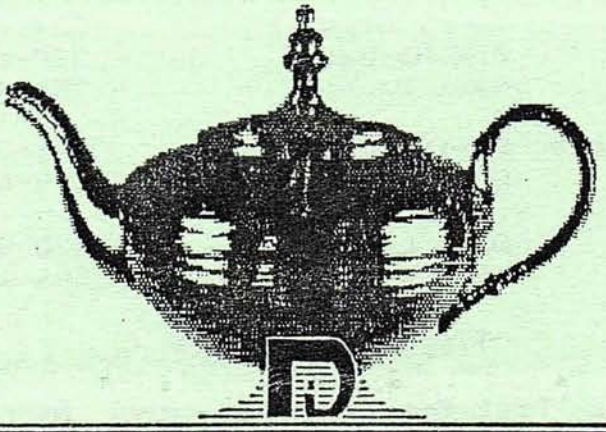

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